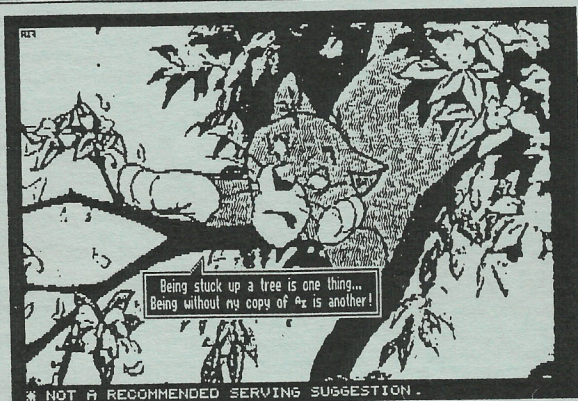


Britain's Leading Public Domain Magazine.

ARTIFICIAL INTELLIGENCE

FORTIFIED
WITH PD
NEWS AND
REVIEWS

MONSTER BIRTHDAY
ISSUE!!



THE BIGGEST ISSUE TO DATE!!

No less than thirty-two pages filled with the latest public domain news, your letters (with, as ever, Rob Smith! Can I remove the thumb-screws, Rob? Put that iron maiden away!) and the regular Comms column. Also, the full map to part one of *The Lost Phirious* from *Adventure PD*!

OVER SEVENTY REVIEWS!

Yes! More reviews than we know what to do with! We look at all the disks reviewed in issues 1-6 of *AI* and re-rate them with the new ten-star system. It's the ultimate guide to public domain software, crammed into six (YES! SIX!) pages...

WORLD EXCLUSIVE!

You saw *PowerPage* in *A** first, now read the exclusive review of *PowerPage 128* - it's the most spectacular PD program ever!



ISSUE SEVEN
JULY/AUGUST 92



THE LINE UP...



01... Editorial

And to all those who believed
- Thank you. "Ain't it fun?" -
Stiv Bators

02... News

Scully dumps CPC, Gullam
cleans the 'streets' and
Shade returns!

03... Bertram X. Fegg

Exclusive to A1 - The Fegg
mini-fanzine!

04... Baud Silly

Hang on! The letters go
here! Just fancied a bit of a
change...

06... Guide to PowerPage

How to get the best from the
best...

07... Reviews!

With a new layout of three
reviews to a page! Madballs
gets a single review as well!

12... Birthday Special

A look at all software
reviewed in A1 to date!
Over sixty disks get put
under scrutiny and get
re-rated in stars!



THE AI FIRST BIRTHDAY COMPETITION!!

You could win a host of PD
goodies! The prize list is
constantly updated, but at
the moment it consists of:

FIRST PRIZE:

A six month A1
subscription.

A six month
Presto News
subscription.

Every collection
in one category of Presto PD
(eg. All the demos or games)*



SECOND PRIZE:

A three month subscription to
Artificial Intelligence.

A three month subscription to
Presto News.

Twelve free Presto
collections.* Excluding disks.

Question...

How many issues of Artificial
Intelligence have there been?
Easy, eh? Come on then!

18... Buyers Guide

The best in public domain
word processors...

20... The Library Guide

Domain PD with a in-depth
look into the life of Graeme
Chesser. And a photo!

22... Your letters

They've been FLOODING in!
Four pages of reader probs,
hosted by Rob Smith...

26... The Adventurer

The complete solution to Lost
Shadow, a review of the coin
and maps/tips of The Lost
Phirious! You lucky people!

28... The Last Word

Absolute claptrap! Also the PD
charts, a guide to the AA
Fanzine Review, late news and
we get up on a soapbox for
the opinion column! PLUS a
type-in from C.R.A.P. Soft!

DBC... Subscriptions

The price has gone up and
the subscription rates are
different. You should have
subscribed when they were
dirt cheap! Oh stop whining!

ARTIFICIAL INTELLIGENCE VIII - TWO MONTHS AHEAD OF THE REST

**Intelligence HQ, 19 Lee Street, Liversedge,
West Yorkshire WF15 6DZ**

Editor: Tim Blackburn • Letters Editor/Staff Writer: Rob 'I'll just nick off to the Isle of Wight and let you finish the rest of the magazine by yourself' Smith • Comms Column: Richard Fairhurst • Adventure Column: Edmund Spicer • All the tedious jobs that really make you think that maybe being a magazine editor isn't such a good idea after all: Tim Blackburn • Thanks to: Amstrad Action for the cheque and the PD column, Richard Fairhurst for letting us be the first to see Power Page 128 • Matt Gullam (Presto), Lee Davies (Dragon), David Long (Demon), Richard Fairhurst (Robot), Daniel York (Yorkie), Graeme Chesser (Domain), Adam Shade (Dartsma) and Simon Warford (CPC Domain) for the free software/magazines. Write to these people now! Remember, those libraries who offer us free software get to be the first to have software reviewed in AI! • There are no backwards or subliminal messages anywhere in this magazine. Don't commit suicide, it's shit. Do life, it's fun - even when it hurts! • Final thanks to all who ordered from us in the last month. Keep it up!

Every single word in this magazine is copyright of Tim Blackburn. I will give you permission to use or print these words if you wish but make sure you put them in a different order. In short, don't copy direct from this magazine. Or else...

ADVENTURE PD

1	Mixed Adventures
2	Phill Ramsay Collection
3	The Solution Disk
4	Simon Avery Adventures
5	Utility Disk (?)
6	Simon Avery Adventures
7	Solution Disk
8	Tape Adventures
9	Mixed Adventures (CPM)
10	Eve of Shadows

DOMAIN PD

1	Dem 3: Adults One
2	Gam 1: Croco Magneto
3	Ser 1: JL Copiers
4	Ser 2: Printer Utilities
5	Ser 3: DBase III
6	Art 6: Amiga Graftix II
7	Art 5: The best art...
8	Var 9: RSX Lib
9	Clip 1: Stop Press Utils
10	Gam 7: Madballs!



LATE NEWS

There is a subtle difference between the title, *Late News* and the truth, *Just spent three hours searching through every drawer for the address.* The GD PD newsletter was jammed just between the computer and hi-fi! Would you believe it? The good news is that GD PD is NOT ran by an irritating twelve year old who just wants a bit of post. Dave Lawson not only has quite an impressive collection of software (not copies of other libraries) but is also doing a bit of PD swapping overseas. The address is:

**49 Woodville
Barnstaple
N. Devon
EX31 2AY**

and the charge is only 35p per disk side. Also on the new libraries list is *Sleepwalker PD* ran by Joe Moulding (I suppose *Mouldy PD* would be plain silly). Software is supplied on tape and disk for 50p (for two sides). Joe writes a lot of the software himself (a taster of which can be found on the coverdisk).

**Sleepwalker PD
9 Meeting House Lane
Balsall Common
West Midlands CV7 7FX**

And finally, one for the Beano fans, *Gnasher PD* is ran by Matthew Parfitt and charges 50p for PD on disk or tape. Unfortunately, I am unable to give you his address because he hasn't sent me it! That was a berkly thing to do.

WARNING! Avoid writing to *Rules PD*. The librarian stands accused of STEALING disks and money sent to him by not returning them. He needs a severe beating.

The public domain software charts are back, and this time we want them to stay! Librarians, if we order software from you in the month of the release date, bung your charts in as well, in case we forget! Readers, rest assured, rave music will NOT be in these charts!

DEMON PD

1	Terrific Demo
2	PowerPage v1.3
3	PD Planner
4	Networks files
5	Turtlemuck (slideshow)
6	Video Display Editor
7	Amiga Graphics II
8	B-ASIC, Supersonic, etc
9	The Artist & clip art
10	Amiga Graphics

PRESTO PD

1	The Presto chart has
2	been removed due to
3	the fact that after
4	Matt has re-organ-
5	ised the library, it will
6	be just a tad useless.
7	Write to Matt for a
8	copy of the new
9	catalogue - it really
10	is great!

And now! The Artificial Intelligence guide to...

ADAM PETER'S FANZINE REVIEW!

"Nice one..."

"Not afraid to take risks"

"One of our fave 'zines"

"...this is the fanzine for you."

"He await any changes with interest"

"A multi-format mag..."

"Also..."

"It's a cut and paste job"

"The editor seems wary of legal aspects..."

"Hmmm"

He couldn't think of anything to say about this one...

Full of bad language/abuse.

The editor has threatened us with death.

SOMEONE must like it

Until then, should be avoided.

Should be avoided...

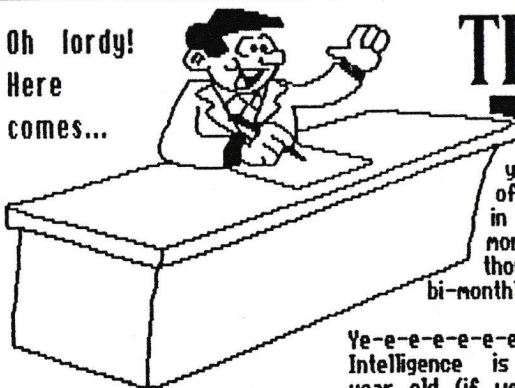
Here's the bad news

Should be avoided...

Go easy on this one...

Lost for words completely

Oh lordy!
Here
comes...



THE EDITORIAL!

The Bit That Nobody Reads!

you the news
of movements
in the PD scene
monthly, even
though AI is
bi-monthly.

Ye-e-e-e-e-es!! Artificial Intelligence is indeed one year old (if we are counting the crap issue that is referred to as 'Issue Zero - The Unforgiven'. Basically, I had a choice: I could spend every night with the 'lads' hanging a round street corners, listening to poor quality dance music and jeering vulgar remarks at passing ladies, or I could

tradition that the staff do not get treated on a anniversary, but the readers. So! If anybody would like to join for a few light-hearted drinks at The Lonsdale, then you're quite welcome. Be there at nine o'clock on the 27th of June. Only joking! You have something far better! 32 pages, over seventy reviews of PD disks, guide to Power Page, Bertram X. Fegg, Jeremy Stitt (in his funniest 'adventure' yet, if you happen to like that sort of innuendo) and four pages of letters, brought to you by Rob 'If you don't mention my name in Amstrad Action, I wire

I've blown out the
candles, we've
scoffed all the food
and the only item
left on the table is
one After Eight mint
that everybody is
too polite to take.

It's nice to know that after one whole year (almost to the day... Er..., month!) that all the hard work put into a magazine has paid off. All that time spent finding new ways to improve the magazine, all those sleepless nights wisely put towards getting a month-late magazine just seem... I don't know, what's a suitable phrase... worth it!

If you don't already know what I am talking about, it's the smashing review of this journal that the smashing lads at that smashing, super, wouldn't hear a word against it magazine, Amstrad Action gave. 'One of our favourite 'zines' is certainly an honour for someone who wouldn't know punctuality if it hit him in the face. And I also now have control of the Amstrad Action PD column, which means I'll be able to keep bringing

...I could spend every night hanging around
in street corners listening to crap music,
or stay in do something that didn't make
me look like a total muppet...

stay in and employ my time in a way that wouldn't make me look like a pillock, both didn't involve revision for GCSE's. Looking back at issue zero, I should've gone for the street corners... Anyway, even though the magazine was very tatty photocopied, and nobody bought it (which is just as blitting well!), I found this indy-editing lark a laugh, and continued. Over the last year, the seven general release issues have each shown signs of improvement on the previous one (which, incidentally is what Artificial Intelligence is: A system whereby a computer learns by its mistakes and improves on them!).

It's a well-known journalistic

you, to the National Grid! Smith! There's also a brand new AI logo, to replace that rather sparse cross-hair. Those of you who have seen Battle Chess will already know it, but it's been completely hand-drawn by me. I'd just like to let that be known.

What more could you ever wish for? Add the double sided coverdisk filled with software (including a load of files for Power Page freaks), and the usual look into the world of Comms and Bulletin Boards and sheep with high IQ's and it's every magazine you could ever wish for (and then some!).

Magazine editor?
Eezy Li-i-ife!!





SHADEY RETURNS!

After five months of refusing to return orders to people who ordered from *Dartsna*, Adam Shade is finally back in the running of his library. *Dartsna* PD now features a professionally printed catalogue magazine and newly organised disks, still at the price of 25p per 3" disk side.

TWO NEW LIBRARIES OPEN...



First a library for all you 464 users! I know there won't be many, what with this being a disk only magazine and everything. Hawk PD deals in single programs

(instead of the usual pre-compiled library). Each program has a different prices (probably according to length). Contact Hawk at: 23 Sywell Avenue, Loughborough, Leics LE11 0BU.

The second library is flexible to say the least! Not only does the librarian, Matthew Harris, deal with 3" disks, but also 3.5" large capacity format AND cassettes! There's something for everyone! The library also as its own, resident techie-bod to deal with any CPC related problems! The name? Oh yes! Signal Software and the address:

83 Longleat, Great Barr, Birmingham B43 6PY. You can also telephone after 9.00pm on: (021) 358 1126 for order queries and (021) 357 2556 for technical problems. The library has a £1.00 copying charge.

AT LAST! A CPC FIRMWARE GUIDE!

A few months ago you could not get a CPC Firmware Manual for love nor money. They were like Venus' arse. Like Karen Mistal's buttocks! It is invaluable for the serious machine code programmer, and now (thanks to Thomas Defoe and Bob Taylor) it has been faithfully reproduced as a one inch thick manual covering all topics the self-respecting programmer will need to know. It costs £8.95 and includes a disk of sample programs and the address is: 8 Maze Green Road, Bishop's Stortford, Herts CM23 2PJ.

Please note that *Print Out* fanzine (the bi-monthly mag from Mr. Defoe) was going to be taken over. These plans have been shelved says Mr. Fairhurst.



SIVE... ..EXCLUSIVE... ..EXCLU SCULLY DUMPS CPC



Alan Scully once said: "...Scully PD will be around as long as CPC's are" when printing news about Penguin Software's Amiga range. Well, it seems that the CPC is still very much alive and Alan Scully has left the 'scene'.

Graeme Chesser has changed the name 'Scully SL' to a far-snappier 'Domain PD'. According to Graeme, Alan Scully doesn't care what happens as far as the library or CPC Domain are concerned. Also, the better news is that *az* readers get reductions on Domain PD software! The library is open to everybody with the charge of £1 for two sides. You can get 25p off that price just for buying this magazine! If you subscribe to CPC Domain, the charge is 50p. Great!

THE FEGG

"Doctor Fegg is probably THE nicest person I've ever met."

- Lady M. Thatcher

Probably the second crappiest fanzine in the world (after AOK) - Issue Two

TIM BLACKBOND IN CHICKEN SHOCKER!!



Dr. Fegg can now exclusively reveal that (with the safe knowledge that he won't censor anything, he needs the pages) that the *Ax* editor, Tim Blackbond, is a chicken.

There are two pieces of evidence to support this:

1. In this very fanzine, the big Mr. B (and believe me, he is big) was planning to write a mini-editorial, completely slagging off Mr. Scully, and in fact he did write this (Yup! - TB). He he did change his mind when the following letter was recieved from Alan. I have attended a five year course on the language known as 'Skull', so I will translate for you:

Dear Tim, First of all I would like to say how much Ax has improved.

(Meaning: I've sent you, my Label-Design program, can you give it a nice review please?)

I would also like to offer my congratulations on your appointment as PD columnist for Anstrad Action.

(Meaning: You couldn't pass on a good word for me, could you? Works seems to have dried up in this area recently).

2. A reliable source (look Rob, I'll give you £20 if

you make sure this column isn't 'subbed' out) has recently spotted *Ax*'s editor wandering about a farm (a funny farm, no less) pecking at husks of corn on the ground (I've been spotted! Arrgh! - Anyway, for this crime against humanity (ie. inaccurate news in a quality magazine) I can reveal that THE TRUE IDENTITY OF DR BERTRAM X. FEGG (GBH) IS

~~DR. FEGG~~ **DR. FEGG**

NEW RELEASES FROM DR FEGG (ALMOST)

A slightly modified version of the Bitmap Vandals' notoriously pathetic demo (Demoware) has been released by Dr. Fegg. Going under the title of *The Bitmap Lamer's Demowank*, this takes the piss out of the well-known production by the Bitmap Manic and the Legendary Demon Cracker.

The Bitmap Lamer's Demowank is not available from Merlin's public domain library or Demon PD library. Can you afford to miss this super demo?

"Dear Doctor Fegg..."

I have a speeeech deeeefect which causes meeee to say all my 'eeee' sounds as, erm, 'eeeeeeee'. Can you help?

Dee Lavey, Spooner-on-Severn

Dear Dee, please don't worry. Speech defects like this are quite common, and suicide is remarkably painless these days. Just buy my book 101 Ways To Kick The Bucket and keep smiling - Dr. Fegg.

I suffer from an identity crisis. People seem to think that I am none other than that conman, Dr. Fegg. How can I rid myself of this image, after all, who wants to be known as an unoriginal lamer who recycles all his jokes?

Richard Fairhurst, Oakham

Don't worry, things are in hand. I'm fed up with being compared to someone who takes a year to return software. Just buy my book: 101 Ways To Rid Yourself Of An Image. Thanks to Tim for passing these letters on to me. Now stuff off...

IMPORTANT APOLOBLDGGOLY...

Dr Fegg would like to apologise for this column being so utterly crap as well as being gullible enough to print wrong news, insulting the El Presidente of AI himself whose body we all worship and kiss the ground he walks on. This is because I was only given one evening to write it. I've never used this bleeding 'DTP' package before, the hamster isn't dead yet, my suet pie exploded and took most of the kitchen with it, the next neighbours are back and playing crappy Beatles records (crappy? - TB) at full volume, and the police are banging down my door over a tip-off involving 'illegal substances'. For Christ's sake, what's wrong with smoking aubergines anyway?

Well, if Edmund Spicer (who doesn't even run a library) can get away with plugging Data 'Expensive at twice the price, in fact, expensive anyway' PD and Adventure PD in his column (Oh! *HOW* immature! Just how old are you? Edmund plugs Ad-ven-ture PD because it is an ad-ven-ture column - TB), surely I deserve some reward for slaving over a hot keyboard to produce a column that probably nobody reads anyway? Just for the record, here goes... All comms needs can be supplied by Robot PD, and SIS Software are to launch a superb Comms ROM in the next few months, written by, well, if you insist... Oh, you don't? Fine - Have it your own way. (Huh).

Anyway, this issue sees an explanation of one of the least understood areas of Comms: File Transfer. After all, the only reason you got into comms in the first place was all that lovely free PD. Why bother paying a miserly quid to a friendly PD librarian when you can spend £250 on 'phone bills, which goes straight into Iain Vallance's pocket courtesy of British Telecom... Hold on...

Uploading: This is the least frequently used feature on any bulletin board. It's the term for you sending a program or other file to the bulletin board. Sysops like you to do this - go o-o-on, make their day...

Downloading: is the most commonly used feature, and consists of the board sending a file to you. On some boards, an upload/download ratio is in operation, which means that you will be asked (in a 1:8

baud SILLY

SPONSORED BY ROBOT PD

The best library for comms software, and everything else. Come to think of it...

AND SIS SOFTWARE
Who are pretty funky, too.

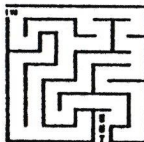
ratio) to upload one file for every eight you download.

File Transfer Protocol: is Comms-speak for the 'language' that your comms program and the bulletin board agree to speak to transfer the file. This is needed to perform error checking (Telecom's lines aren't all they could be), for when the file is finished, for example.

XModem is the most common and least powerful file transfer protocol. The basic protocol consists of sending 128 byte blocks (1/8 of 1K) and waiting for acknowledgement of each one. Only one file can be transferred in each operation. Variations include XModem-CRC, which possesses a more effective error checking method, and XModem-1K, which uses 1K blocks (hence speeding up the process). All comms packages (e.g. ANSIARK and Honeyterm) support at least one XModem variant.

YModem: (What an original name!). YModem is a more advanced protocol which

incorporates all the standard features of XModem-1K and XModem-CRC but also includes "batch transfer". This means you can tell your computer to send "x.BAS" or ask the board to send you "F*!R" and all the matching files will be transmitted - you can sit back. Unlike XModem where you have to type in the filename twice (once to tell your CPC what to call the file it's going to receive), YModem only requires the sending computer (in downloading, the BBS) to be told. The only packages to support this are ZMP and Mex (both under CP/M) and the forthcoming (wait for it) *Charley's Comms ROM* (which is AMSDOS and really great. I advise you buy at least ten copies of it NOW! Or you might like to buy it when it actually comes out. The latter is probably the best...).



ZModem is the deluxe protocol of the comms world. It has all sorts of features, such as being able to resume an aborted download and automatic transfer WITHOUT having to hit 'D' on the BBS's file menu! The only package to support this (because it's nigh on impossible to program) is ZMP, which means if you, want to use it, you're stuck with the boring slow 1200 baud scrolling display. This is not a fun experience, mark my words.

• Due to popular demand, this month's column is cut short to make space for a map of the Teriffic Demo. Sorry...

HOW TO SET UP A BULLETIN BOARD

Think of all the advantages of running your own bulletin board. Instead of spending 'phone bill on leaving messages to other people, you get people to 'phone you up, completely free of charge to yourself, and leaving lots of luvverly messages! You can also read all thier private mail (not that you would do such a thing), boot them off when you, feel like it then pass on embarrassing info about thier choice of password...

Ahem. What about the more responsible aspects of being a sysop? (Aaaw! I preferred the reading private mail! - TB) Well, you will have to provide some software for downloading from the board. But once that's done (especially if you employ an upload/download ratio - see opposite page) people will start giving you PD programs, completely free of charge. They might even upload commercial games and word-processors, in fact I know one board which has *Tasword 6128* and other such goodies

(GOODIES? *Tasword 6128?* - TB) in it's file list. I won't mention the name of the board because Pussycat BBS would find itself engaged 24 hours a day otherwise. Oops!

Don't think that a BBS is a passport to free software and no telephone bills. There is a considerable outlay involved in setting it up. For a start, you'll really need a dedicated telephone line, as if you operate it part time (eg. 11pm to 7am) somebody's BOUND to forget and dial with the modem at 6.30pm, right in the middle of your dinner. You'll also probably need a computer full-time, certainly if your board is going to be running 24 hours a day: You can pick up cheap 6128s at an All Formats Computer Fair. And without stating the obvious, you'll need a serial interface (compatible with the Amstrad standard) and decent auto-answer modem.

The last aspect is especially important: Make sure that your modem is upto spec. If it doesn't auto-answer, then it's as good as useless for running a board. If it can't

with high speeds such as 2400 baud (V22bis), then you won't get many callers as 2400 baud modem owners rarely call slow boards - and 2400 baud is the most popular speed these days.

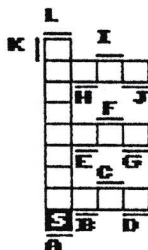
Anything else you'll need? Some bulletin board software. All current software runs under CP/M (XRAS, ROS, PICS, and other things sadly lacking in the lower case letters department), and all except XRAS requires Turbo Pascal to compile the system. CP/M 2.2 users will have no joy (then again, they never do), so 464 users will need to upgrade. You could write AMSDOS software (in fact, that very wonderful program *Charley's Comms ROM* contains RSXs to help you in your task), but it will require quite a bit of work to start off.

STILL RARING TO GO?!

Hmm, I thought not. For those who are (and for the just plain interested - as if), next month's instalments will include more of the gory details. Can you wait? (Oh! I've wet myself - TB)

THE TERRIFIC DEMO - TITLE DEMO MAP!!

By CRTC for AI



- S: The start location. You begin facing L. Off you go...
- A: Thriller picture. Monochrome monitors only...
- B: Draw Part: The worst part in the whole demo.
- C: Zang Part: Bouncing balls and interesting scroll effects.
- D: Whoops! Part: Aka Thriller Demo V - slightly bugged!
- E: Mega Part: Meryn Demo III related satire with the same tune.
- F: Hubba Bubba Part: Excellent software only demo by Weee!
- G: Boing! Part: Loads of scrolls, most of them unreadable.
- H: Stars Part: Very interactive - one of Thrillers best parts (fnar!).
- I: Megalomania Part: Thriller's best demo, good effects.
- J: How Scroller/Follterscroll: The best part in the demo. Great music.
- K: MCS Is Alive: Guest part, very nice bone font and title gfx.
- L: Tools: The demo copier, beam station and Revenge cheat mode.



POWER PAGE



Power Page has already got into the homes of over 37,000 CPC users, making it the most popular DTP package ever released on the CPC (even though about 40% of owners won't even be able to use it). Quite rightly so, Power Page is capable of results far better than Stop Press, with a lot less effort.

The people who should be reading this guide are those who have read the manual and have a basic idea of how to use the package, yet want to create pages with a little more *'zing'* to them. If you, haven't read the manual, do it!

THE VERY FIRST RULE

The number of fonts used in a page depends entirely on what you are doing. A poster or advertising flyer may use several fonts to make it more eye-catching. However, for those who are wanting to get a fanzine out of PowerPage, having too many fonts on one page looks revolting. PowerPage itself has two headline capabilities. The Headline Generator which is a separate program is perfect for page headings, while the ability to import Stop Press 16x16 pixel fonts is ideal for subheadings or emphasised areas of text. Some of you might notice that the three subheading fonts are actually variations on the same style. Those who scrutinise *A1* with a magnifying glass will notice that two were taken from GPaint, but that's beside the point. There's the smallest version (the heading for this paragraph), the bigger version (figure 1.0 heading) and the outlined font, which is used for extra emphasis. That's all you need. Make sure,

however, that the fonts you, do use are **READABLE!** There is a disk-full of these fonts given with Stop-Press, the majority of which are diabolical!

FROM THE TOP...

Again, the size of the headline depends on what you are doing. The poster (see outside back cover) may be composed entirely of the huge headline font, but as a heading to an actual page, this method would leave a somewhat 'empty' look. It is best advised to just have

a maximum of two lines for a headline (on PowerPage, this would take up twelve normal lines). Personally, I find the *Times* font with PowerPage a bit thin, so they are designed with a character spacing of two extra pixels and then the actual headline cut-out is imported four times on the page in a square. This makes them extra bold (another super tip! Write that one down!).

Extra bits can be added to the headline to make it even more eye-catching. Placing clip art on either side is a favourite (it looks best if the clips are both the same, and the rightmost clip is mirrored on the X-axis. A small sub-heading can be placed under it as well, giving brief content details. *

FIG 1.0: THE MENU BAR

The menu bar on the bottom line contains no less than seven sub-menus, selected by highlighting them with CTRL & cursor left/right and the CTRL & COPY.

BLOCK: This menu can only be selected when you have defined a rectangle. You can then invert the area, flip it on it's X or Y axis, wipe it or save it as a clip art file.

Text: Probably the most important menu. It allows you to place flow-controlled text on the page as well as standard and Stop Press headlines.

Import: Allows you to import clip art, fonts and screens.

Options: Allows you to change the default settings such as text forward and line spacing and graphics mode.

File: The menu for loading and saving pages.

Page: Scrolls quickly up or down the page.

Style: Allows you to select the text style. Styles are: *Italic*, **Bold**, Thin and Underline. Styles can be mixed.

GAMES FIVE

D. York, 11 Beechwood
Ave, St. Albans, AL1 4XP

This is a collection of fairly average games with a few exceptions in the directions of good and downright crap.

The biggest game on the disk is a football managerial simulator which is reasonable but it takes a hell of a lot of patience to get anywhere with it. You have to make a near perfect team to win a game against a club at even the bottom of the division.

There are several games by Tony Kingsmill, none of which are what you would call excellent chunks of software, but they pass the time and are fairly enjoyable.

There is a really awful quiz which consists of ten or so questions to see how addicted to computers you are, the questions are really diabolical, how insipid!

There are two versions of the same concept, namely taking squares from a grid in order to not be the person to take the last square, the one by Alan Scully has the edge.

There are a couple of games that follow the concept of 'Rally', namely, you have to guide your vehicle down a 'valley' that gets more tricky the further down the 'valley' you get.

To sum up, the disk is full to the brim with games of varying quality but a few are downright insipid!

GAMES 11

1 Penbroke Close, The
Mount, Cornwall PL24 2BT

This is the Presto card games simulator disk, which automatically makes you shout "Avoid at all costs". But it isn't all that bad. There are also 'normal' games on the disk.

The card games:- First up is Patience which is the old game that everybody knows how to play. If for some reason, you are some sort of lamer and don't know the rules, it involves making rows of consecutive numbers with the cards of alternate colours, the game is well presented but can be frustrating because you frequently get stuck and have to re-start the game. That aside, this is the best card game on the disk. The other card games are as follows:- Piquet, Cribbage, Gin Rummy, and er.. that's it! Unless you know how to play the games, I wouldn't advise playing them, because the documentation is not very clear.

Also on the disk is ladders, which is a rather natty game and deserves (and owns) a place on the PD games collection disk. A quick look at the remainder of the disk:- be a magazine editor, collect eggs in an awful rotate and move game, collect carrots in a repton style game, the old pub game, shut the box and a sluggish chess game.

GAMES SEVEN

44 Echline Grove, S.
Queensferry, EH30 9RU

This disk is absolutely packed full of games, so I can't sit here babbling all day long, so here goes!

The main constituent of the double-sided collection is the Maze Game by a Mr. Graeme Chesser, this is slow, but it isn't bad. It involves moving around a maze to try and get to the cross before the time runs out, this proves nearly impossible and requires knowing the levels like the back of your hand.

Rock Dangerous is a rather fun game that involves boulders falling from the top of the screen with letters of the alphabet on them, you must press the corresponding key before the rock hits the ground, or death.

Balldozer is a rather quaint little game where you have to push boulders onto the allotted spaces, not as easy as it sounds!

I forgot to mention this, but the maze game has a maze designer, so you can spend hours designing a maze only to find out that it is impossible!

I have only mentioned the very brief highlights of the disk, but the disk also contains:- several CP/M games, a Pacman game, a firefox style game, Roboflop, Tracker (guide your beam through the maze, frustrating!) and several other basic games.

GAMES FIVE

YORKIE PD LIBRARY

50p

1 SIDE

34 FILES

4K FREE

Reviewer:

Rob Smith

GAMES ELEVEN

PRESTO PD LIBRARY

50p

1 SIDE

16 FILES

1K FREE

Reviewer:

Rob Smith

GAMES SEVEN

DOMAIN PD LIBRARY

75p

2 SIDES

72 FILES

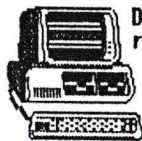
OK FREE

Reviewer:

Rob Smith

YAO DEMO

1 Pembroke Close, The
Mount, Cornwall PL24 2BT



Demos are all the
rage in France!
They would be
over here too
if we didn't
have people
attempting to
do demos when
they can't

• How! What an
ace raster! Er...
not on a PCW...

even program in machine
code. This is one example of
a good demo!

Like most demos, it was
originally imported by (hey!)
Robot PD (just wait until the
Channel Tunnel is finished.
Demos will be able to bring
themselves! So would dogs
with rabies...). The name is
strange though. Is it
pronounced 'Yay-o' or 'Y-o'?
Apparently it's 'Yow'. It
features six parts which are
loaded in sequentially. The
first of these features the
legend 'YAO DEMO' in large
letters across the screen
with some awful music. Press
SPACE quickly, and after a
poor bit of digitised speech the
music gets better!
The following parts include
an excellent mode O picture
of two otters (I think...) and
a natty scrolling chessboard
landscape. Unfortunately, if
you don't speak French, the
scrollies will just be
gibberish! Also on the disk is
the SLC Intro. There is no
music but there is a brilliant
starfield and scrolling
message. Apparently done by
a machine code beginner!

THE YAO DEMO

PRESTO PD LIBRARY

25p 1 SIDE

11 FILES 2K FREE

Reviewer: Tim Blackbond



SINGLED OUT

MADBALLS!

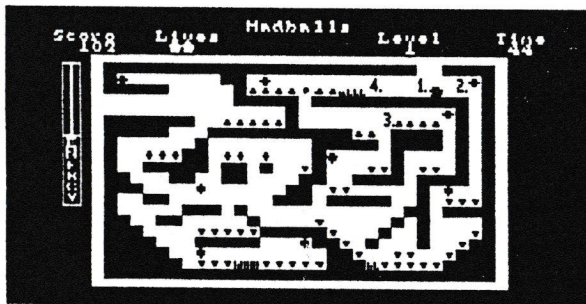
By Lee Berwick

The public domain scene is
constantly being updated with
more and more quality games,
the majority of which being
written in machine code.
Every so often though, there
comes a game that is both
addictive and playable that
has been written in BASIC.
Basic isn't the language that
was made for games it has
to be said, but some
concepts work quite well, so
long as there aren't too
many moving things on the
screen at once.

Madballs first appeared in
Amstrad Action as a type-in.
The idea is simple: You are a
ball (what kind of ball is
something we are not sure
about, but scientists are
working on finding out. Just
for the sake of this review,
we'll call it a football) and
you're escaping from some
sort of terrible thing. The
next Chelsea match for
a ball is a constant worry.
In order to lead a whole new
life with your family and

friends, you must make your
way through three mazes.
Not any old mazes - we're
not talking Hampton Court
here! These mazes are the
type where deadly spikes,
poisonous diamonds and huge
pits are the order of the
day. You begin at the top
and must make your way to
the exit on the side of the
maze. "Simple! Just jump
over the spikes and get to
it" I hear you say. In the
good tradition of platform
games, it's not as easy as
that! Not only do you have
a tight time limit, but you,
must also watch your
energy. This is drained
every time you move so the
quickest way to the exit
would be best. This is
difficult as there are
several dots to eat, which
can tempt you to take the
long way round.

There are three skill levels,
which affect the energy
drain and time limit. This
game has that just-one-
more-go element to it, which
is rare for a Type-In...



• The first level of *Madballs*! The numbers? Oh yes, there
is: 1. Your ball, 2. The deadly diamonds, 3. The edible dots
and 4. The nasty killer spikes! They are quite sharp...

STOP THE PRESS!

NOT RELEASED YET ... WORLD EXCLUSIVE REVIEW!!

Now!



IT'S bigger, it's beefier, it's faster, it's more user-freindly... It's got an intro like the latest film release... "But!" you scream, "WHAT is it?". It's so mind-numbingly excellent. that's what...

POWERPAGE 128

It was wa-a-a-y back in issue three when we gave PowerPage 92%. In the special birthday feature, that percentage has been changed to no less than eleven stars. This was a very foolish thing to do as we didn't anticipate the sequel would be this good. How can you fit more than eleven stars on a line? Since its release, it has got into the homes of over 37,000 people and is used to produce two top CPC fanzines. So what can be done to an already good package to make it better?...

...Well, the first thing is to take out all the tedious disk accessing between menus. Once the main program has loaded, you won't be needing that disk again (unless you wanted to save some clip art on it or something). Another annoying thing about the 64k version was the fact that it refused to work with ROMDOS, limiting the size of disks to 178k. This was due to the program using the memory that ROMDOS used for something else.

When PowerPage 128 loads, you are faced with the usual blank screen with a menu bar that keen users of 64 are

familiar with. The menu-bar itself is different. Instead of seven options, there are only five. These are: *Text*, *Block*, *Page*, *File* and *Settings*.

The *Text* menu has only three options: *Text layout* which allows you to type normal sized text onto the page, *Headline layout* - the same as the previous option only with Stop Press headline fonts and the self-explanatory *Set margins*.

The *Block* menu can only be selected when a rectangle has been defined. The block can then be saved, flipped, inverted or wiped.

The *Page* menu is exactly the same as PP64. The only difference is, when you want to go to up or down, instead of scrolling there, it just leaps, taking about .02 seconds!

The *File* menu combines the options found in the menus *Import* and *File* on PP64, plus a few others. It is from here where 8x8 and 16x16 pixel fonts can be loaded (one Stop Press font can be loaded and it can stay

memory resident from then on. PP64 prompted for a headline font filename every time *Headline layout* was selected). Other options include *load/save page*, *load/save screen*, *load clip art*, *select drive*, *catalogue* (full screen catalogue instead of one line at a time!) and *save settings*. Yes! A file can be saved that automatically sets all the preferences when loaded! That cuts out a lot of repetitive tedium!

The final menu, *Settings* takes up the best part of the screen height! All the program preferences can be set here such as *Autoflow*, *Flow control*, *Text size*, *Headline size*, *Forward spacing*, *Down spacing*, *Justify style* and more!

Also, the *Print quality* option allows you, to pick the number of lines the print head passes across a line when you need a hard copy from one to eight! That caters for all you with awful ribbons. The print speed ranges from four to forty-five minutes.

The program also features a zoom mode! By just pressing CTRL-Z a block of 80x24 pixels can be edited in detail. Also built in is a pattern fill routine (this is a little slow) and five preset margins to cater for two and three column pages.

All in all, *PowerPage 128* is quite simply THE best DTP system available for the Amstrad. Even Stop Press is no match when put up against this! Excellent!

Please note: The following collections are from the new range of Presto and are not due for release until the end of July. See the news for details of the Presto re-organisation.

SERIOUS THREE

1 Penbroke Close, The Mount, Cornwall PL24 2BT

These disks are the end result of having all the crap software squeezed from a library. I'll be the judge of that...

Gpaint is one we're all familiar with and it is indeed of very high quality. However, the font designer that came with the original was slightly bugged AND (dare I say it?) in German! Shock! This has now been translated by Robot PD and works quite sofa-factory.

Landscape is an entertaining little program. By just raising and lowering a grid of dots, you can create your own wire-frame landscapes. It's great fun doing all the canyons!

The Robot Animator 'animates' through a set of wire-frame drawings by means of rotating each line to a new position.

Also on disk (all reviewed before in *Az*) includes the Protext Demo, Power Assembler and several font files for Gpaint. The disk also includes a pretty introduction 'demo' done with the Vorspann Demo creator. It adds finesse I s'pose! As for quality: I look forward to seeing the new Presto!

SERIOUS THREE

PRESTO PD LIBRARY

25p

1 SIDE

38 FILES

1K FREE

Reviewer:

Tim Blackbond

SERIOUS FOUR

1 Penbroke Close, The Mount, Cornwall PL24 2BT

Another crap-free collection. Like alcohol free beer. Or ice free lollies.

Can somebody tell me why, on a disk full of supposedly excellent PD, there is Deluxe Word Print by Martin Elliott? This 'text editor' is little more than twenty INPUT statements. You cannot edit the text when you've done it, nor can you have more than 5,100 characters in the text. It's not even enough to tap out a short message to Auntie Mabel, thanking her for the Home Lobotomy Kit and padded wallpaper (which was a lovely thought). Lane

Label Print is what should be expected. A database for the storage and printing of address labels. It's very user friendly and features excellent presentation!

For those who want to protect their programs from unwanted laners, a password can be installed on the disk that only load the menu when the user gets the password correct.

As well as the usual pretty intro, there is also Robot's Power Edit 40, a disk organizer and a spreadsheet. You can't bring a disk down for one program. Nice one.

SERIOUS FOUR

PRESTO PD LIBRARY

25p

1 SIDE

25 FILES

2K FREE

Reviewer:

Tim Blackbond

AI & EDUCATION

44 Echline Grove, S. Queensferry, EH30 9RU

For those who like tiny 1K graphic demo files, kiddies educational games and poor conversation programs, keep reading this review!

The majority of this collection comprises of the aforementioned tiny graphic demos. These are just 10-30 lines of Basic programming that draw a pretty pattern on the screen and hold little in the way of long-term interest. There are a lot of these, so natural curiosity will force you to go through them all. This could take the best part of an hour. There are even a few short music programs (such as God Save The Queen - in one channel. Uuuurrrghhh)

The educational 'games' cover such diverse topics as addition, subtraction and generally stuff for tiny little kiddies. I wouldn't have said that working out 2+2 constantly would keep anybody over the age of three happy for a minute or so.

And finally! The set of AI programs. These include Thomas and Eliza (poor conversation programs) and an 'Expert' system. Some knowledge of this type of program is needed. I haven't a clue!

Quite a neat collection. I'll keep you busy for a bit.

AI & EDUCATION

DOMAIN PD LIBRARY

75p

2 SIDES

Reviewer:

Tim Blackbond

AI & GRAPHICS

R. Fairhurst, 2 Trent Road,
Oakham, Rutland LE15 6HF



Artificial Intelligence. Now there's an interesting concept! Have you ever sat in front of your CPC, bored out of your wits because you have no freinds. Are you the school spanner? Then why not talk to the computer? ("I've tried, but it keeps replying with 'Syntax Error'. Useless" - A sad reader). CCS is an artificial intelligence-based conversation program. Yes! You too can hold meaningless debates with a lump of plastic! The program allows several 'characters' each with different pre-programmed personalities. There is even an editor which will allow you, to create your own characters. If you can't be bothered, there are five characters on the disk: Doctor, Tristram (he loves his country), Eliza (she always wants to talk about your sexual problems), Reggie (downright aggressive) and Thomas (equally as arrogant). It's very clever programming as each character has their own aggression level and responses.

Also on disk are the two conversation programs that are far from new: Eliza and Thomas (daja-vu?) and a few Mandelbrot/Julia set plotters.

Even if the only reason to get this is CCS, it's still worth the pennies!

AI & GRAPHICS	
ROBOT PD LIBRARY	
45p	1 SIDE
29 FILES	11K FREE
Reviewer:	Tim Blackbond

DAVID WILD DISK TWO

D. York, 11 Beechwood Ave, St. Albans, Herts AL1 4XP

In case you haven't worked this out from the 'misleading' title, this is the sequel to the top selling disk that contained the famous-but-a-little-bit-bugged *EasyDos* Desktop program ('Make your CPC look like an ST!' as if you'd want to!).

Highlights of the disk include a Wordsearch Designer, a mini computer aided design 'package' and a version of the ancient computer language, Pilot (ie. The one that no-body under the age of seventy has heard of).

Unlike the wordsearch generator on the Presto CP/M disk (see elsewhere in the mag), this one lets you place the words anywhere in the grid, then the random

letters are added later.

MiniCad allows simple 2D wire-frame designs to be plotted, which can then be printed out. It has limited uses, but there are some!

Pilot is so unbelievable out-dated it makes the ZX81 look advanced. Leave it!

Along with two program subroutines to allow fancy text and graphs, Pontoon, a menu maker and loads more, it's better than DW One!

DAVID WILD DISK TWO	
YORKIE PD LIBRARY	
50p	1 SIDE
39K FREE	37 FILES
Reviewer:	Tim Blackbond

AMSTRAD ACTION TYPE-INS

D. York, 11 Beechwood Ave, St. Albans, Herts AL1 4XP

The title makes the disk sound low quality, because type-ins aren't usually of the foremost quality. Saying that, this disk isn't as as I thought it would be.

There are quite a few graphic demos on this disk that aren't much cop. They come from the series of 3-D programming in AA itself.

A program that generates a good laugh is 'Gigo' which is a conversation program of diabolical standard. If you type in the same word constantly, you keep getting a different reply, and then it has the nerve to say that it's bored, huh!

There is a program called 'Bigdump', which aside from

the shower room humour is a program which dumps screens to the printer.

There is a REALLY dull accounts package which will instantly want you to move into lion taming.

Also on the disk is a short routine that changes the computer's default beep, a lane sprite grabber, a program checker, a Roman numeral converter, a Connect Four game and more.

AMSTRAD ACTION TYPE-INS	
YORKIE PD LIBRARY	
50p	1 SIDE
50 FILES	42K FREE
Reviewer:	Rob Smith



NOW WE ARE ONE!!!



It hardly seems one year since AI first flapped onto the doormats of the British population. does it? After all, we did spend the first five issues as a monthly magazine, so why are we only on issue seven? AI first started with Micro Design - an idea that sounded so much better than 'revision'. Issue one (or issue zero as it is known now) turned out to be a pile of steaming pap. Since then, AI has got bigger, better and now includes more staff! Still doesn't stop it from being late every issue, does it? Nobody is perfect you know! Not even me...



ISSUE ONE

July 1991

Produced with the help of Siren's Micro Design, it boasted twenty pages of PD reviews and features. At that time, it was the only magazine to specialise in public domain (look how many there are now!). Its most distinguishing feature was the four pages wasted with screen-shots of CPC slideshows. The cover was a five minute PrintMaster job.

Printmaster, Scull PD

The highest scoring piece of public domain, in the first issue! It allows the creation of posters, greetings cards, banners, calendars and stationary. It is not worth the 96% these days, as the only way of viewing your work was (and still is) to print it out. The 200 pieces of clip art are now available in a separate program, as well as two of the headline fonts.



Eve Of Shadows, Scull

A graphical adventure from the author of SMART II, Rob Buckley. As far as graphic PD adventures go, this is still the best. Many of the locations have an accompanying sixteen colour picture, which is stunning! The puzzles are also enough to stump any 'venture fan. Unbeaten and will remain so - if you haven't got it already, get it now! It originally received 90% - that would make 9 stars. No way is that enough!



RMS 05, Adventure

A collection of adventures including Bestiary, Kidnappedn, Labyrinth, The Secrets Of Ur and Underground. A good set of adventures that should keep you happy for a long time. Its original percentage was 92%. Hmm...



Starter Disk, Data

The disk that you order when you just want a taster of what a library has to offer. A good mix of software, including an excellent footie management sim' by Tony Kingsmill. Also has Bestiary, a GACked adventure with nice graphics and ES RSXs. Got a very respectable 89%.



Commercial Demos 3, Scull

A collection of demos that show what SPM's Power Basic compiler can do. Now that nearly everybody in the country has the CP/M Basic Compiler, there seems little point in buying it. Originally scraped 80%.



Commercial Demos 2, Scull

The best of the three commercial demo disks. Contained the excellent Wipeout and Space Froggy, as an example of Sprites Alive. These two games are still in the PD best list. A well deserved 87%!



Applications 4, Scull

The first disk to contain the excellent RamBase by John Fairlie. Also contains 26 Art Studio fonts and a simple

letterhead designer. Even though it got 90% back then, it would look a tad empty now.



DW Disk 1, Scull

There was too much Scull stuff in issue one, eh? This collection was made famous by the ST-style desktop program that got rave reviews in Amstrad Action. However, as pointed out last issue, this was extremely bugged and anyway, Worktop is much better. Originally, 75%.



ISSUE TWO

September 1991



Eh? Eh? There was a bit of a gap between issues, wasn't there? The excuse was apparently due to a 'scatty' bedroom. What followed goes down as the worst presented issue yet! Done with the first version of Pagemaker Deluxe, the columns had hideous spaces between each letter, to make it justified. The cover also quoted lyrics from R**** S**d Fred. I am so sorry, I must have had a relapse! No more teenyboppers, ever!

Advanced DTP, GRS

Not quite as advanced as PM Deluxe, it didn't offer autoflow at the time. Also, there were only an available fifty lines per page. Still not the best DTP around, and at £5 including disk, it's a con! Scraped a nearly acceptable 78%. As for nowadays, I don't think it is worth that



much, not with Power Page kickin' ass...



Pagemaker Deluxe, Scull

The package that was used to produce issue two! At the time, the only justify option was to have huge gaps between letters and text couldn't flow around clip art in the left margin. Bummer! This has since been improved on, but it still got a quite worthy 82% as it was (at the time) the best available. Again, Power Page has knocked the scoring down a tad...



Talisman Of Lost Souls, Data

A non-PD adventure by Tony Kingsmill, just before AI became strictly under-a-pound software only. For £5 on disk and £3.50 on tape you got a quite neat little adventure, with a large map and several puzzles. Indeed, it got a Rolls-Royce like 82%, I should think it is worth just a bit less in new money.



Lighthouse Mystery, Advent.

Yet another non-PD adventure, boasting some very nice graphics! Based in a lighthouse, you have a quest to find some hidden pirates treasure. Enid Blyton leaps to mind, even though she would never get 84% like LM did. £4 on disk and £2 on [redacted] was very reasonable...



Games 5, Scull

A selection of quality games including Forcefield, the Untouchables demo and a game written with the

unusable Pandora from Swift Software. "It has a wide selection of software for all the family" I was heard to say! It still is, although you get an extra side of software for 25p less under the new Scull SL system. 81%.



The Artist, Robot



Still one of the best specialist collections to fall into the AI offices. Anything that is linked to art is right here on this disk, with the amazing GPaint (which appeared first on this disk!). There's also Print Shop which is like a WYSIWYG version of Printmaster. A separate disk of clip art is required to use this. Originally 92% - who reviewed this? A madman?!



Democollector 1, Penguin

A great mix of excellent CPC demos from the continent (ie. Europe). A double sided collection bringing together the best from CBS, NWC (?), Asterix and Merlin to name a few. Pity Penguin is no longer around, this is great! SOMEBODY must have it! (80%).



MegaMix One, Whizz

Like the Data Starter disk, MegaMix is a collection made out of the software elsewhere in the library. It includes Forcefield, The Lawn Mower Simulator (Codemasters reject) and the well addictive Isotopes by Jeremy Fox-Geen. 72% can't be all that bad!



Serious 6, Robot

Includes Worktop, Richard

Fairhurst's own ST-style desktop system. It beats desk by David Wild to death with a dead fish! But why the ST? Allows your disks to be put into order with ease, voiding the bugs that Desk suffered from. Great then as didn't have a 3.5" drive. Now I do, I find that the two are incompatible. Great name... Hey! It did get 8V!

James 6, Robot

The first ever appearance of the super-smashing-lovely-great Croco Magneto from France. We swooned at the music, drooled over the speed and spent so much time playing it, the issue was late! Mr Fairhurst's way of proving the excellence of Croco was to bung the rappest selection of Basic games on disk with it! Nice Ian (nearly). Because of Croco alone, it snatched up red-carpet-deserving 84%.

The Simon Avery Adventures, HoH Software



Another set of non-PD adventures for your perusal. The tenuous link between the three adventures is that they all appear to be programmed by Simon Avery. Prison Blues is one of my favourite (83%), followed by Magician's Apprentice (79%) and last but not least, the very weird Total Reality Delusion (73%). They could be bought separately or together as a set, saving lots of wonga. Even though they have stood the test of time well, they can probably be found elsewhere at PD prices.



ISSUE THREE October 1991

Power Page was released, and so it moved onto this new package. Released just as Bryan Adams was toppled from his long stay at the number one spot, the presentation had improved a little bit. Amiga Graphics 2 was allegedly soon to be released, the embarrassingly named news page was heard (seen?) to say. Needless to say, it didn't actually come out for another three months (just my rotten luck, I s'pose)...

Power Page, Robot

The first incarnation (evaporated milk? - Rob) of the best program CPC public domain has to offer. Even though it was much better, faster and beefier than both Pagemaker Deluxe and Advanced DTP, it still had a few bugs. It managed a cool 92% and the quote: "Yes!! Power Page is better than its PD rivals. It is fast, 464 compatible and very cheap". Lots of changes have been made since then...

CP/M Applications, Skull

Also picking up a pretty-damn good 92%, was this little number. Includes VDE, the soon-to-be-bettered CP/M word processor. Still quite good, but by the time you read this, a few more PD word processors will be released (hopefully)...

Basic Compiler, Robot

Oh dear, oh dear, oh dear. Naughty Robot! No-one in the world has even a remote

idea as to how this got into the public domain, but it is certainly not PD! It got 90% but it can't really be rated on now as it should be unavailable in any library. Those who have it, keep it!

MegaMix, MPD Software

"Well!" remarked Mr. Fairhurst upon seeing the review for this collection, "It looks just like my catalogue disk selection!". Contains pokes for a several commercial games and a disk organisation program that was written in one afternoon to keep a certain library (beginning with 'R') in order. Was it worth the 64%? Well, it is an example of making wonga out of other peoples work...

Trewella Adventures, HoH

Not as impressive as the Simon Avery collection, the adventures on this 3-pack (Crispin Crunchy, Time and Simply Magic) only got 53%, 60% and 67% respectively. Very poor indeed...

Games 30, Data PD

A mix of different software, there are some (Basic) demos, AA Type-Ins and an 'experimental' RPG. A lot of the contents are by David 'Data Cassette Library (RIP)' Nagle. Grippped a deserving 80% firmly...

Demos 9, Robot

Contains the very first appearance of the Vorspann Demo Creator and the first CRTC demo to feature those pretty raster bars! Also contains the Digital Women slideshow. Was 83% right?



ISSUE FOUR November/ December 91

By this time, I'd certainly got to grips with Power Page - the presentation had reached its highest level. Alan Scully revealed his plans to produce CPC Domain on disk, Dartsma snapped up a great money-saving deal with WAVE and Graeme Chesser threatened to send me to Iraq if I didn't mention is new library, 3D PD. Rob Smith had even reached the rank of 'General Dogsboddy'!

Utilities 2, Penguin Software

A double-sided collection of serious utilities to suit any office-needs (nearly). There's John Fairlie's Rambase and its predecessor, DataFile. CassLab allows you to print out pretty cassette inlays. There's also a calendar printer and a telephone cost calculator. Two sides for a quid makes it worthy of its 83%.



Games & Utilities, Dragon

T. Blackwood's Home Accountant as featured in a really old Amstrad Action, Quiz Master, Witch Hunter (an adventure) and Warzone (in the Data Games 30 collection). Not an amazingly full disk, but someone gave it 71%...



AMS95: Games II, Robot

Three versions of the old classic, Tetris, all fully able to be categorised in to 'good, bad and ugly'. Polish Tetris is the best version yet (even better than DrehDriss!). All in all, a quality selection (if

you count the addictive TimeBomb. I don't know about the 73%, probably worth about the same in new money...



The Demo, Robot PD

It's the very demo that proved Logon Systems are, without a shadow of a doubt, the best CPC demo writers on the CPC. Split into seven main parts (not including the two 'Turn Disk' demos and the selector demo), they will each show you what you never thought possible. The music is legal only to Robot PD - this is smashing!



The Music Disk, Robot

Another of Robot's special-list collections (along with The Artist). If you haven't already worked it out from the apt title, it will suit anybody who has even a hint of musical talent in their blood. Keyboard programs, drunks, sound effects and even a (quite good) sound-tracker written by CRTC. We liked it enough to give it 89%!



S. Avery, Adventure PD

A collection of adventures from Simon Avery, with one small tweak that makes it better than the WoW offering: Value for money! Five of his best adventures, all of which are well playtested and extremely amusing. 82% is a very worthy score!



The Lost Phirious, Adventure

An excellent trilogy of

adventures, set in deep space. You have a quest to locate the cargo vessel, The Phirious, in order to make millions of pounds from the cargo on it. Trouble is, it's been missing for ages, presumed destroyed... 85% originally.



Misc/Games, Penguin Software

Contains Drehdriss, an excellent two-player version of Tetris, Bounce: An Amstrad Action type-in that works so much better when compiled with the ex-PD utility and a side full of mini miscellaneous programs, including the Robot Animator. Managed an above-mediocre 87%.



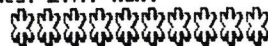
PDI Utilities, Demon PD

178k of utilities, all of which are disk-drive related. Includes the brilliant Directoy Manager, another program to print disk inlays (the best of the bunch) and a formatter to get 213k on a 3" disk! All utilities come from PDI in Germany. 80%.



DPD 22: Demos, Dartsma

A disk full of basic demos, all of which are so dull they don't even warrant a few lines. 27%? Hah!



Demos III, 3D PD

Ten proper demos from Britain and Europe. Includes works from Logon, The Malibu Crackers, NWC and CRTC. Some of the music is illegal, so you might not find it... 63% is a nice score to have for a new library. A very nice collection...



DPD 24: Games, Dartsma PD

I collection on non-PD games, but no-one seems to be kicking up a big fuss about it, so don't worry! There's the Othello game (from the ancient Cascade 50 Games cassette), Roland Takes A Running Jump (from ACU), Galaxians (which has had the authors name changed to the librarian of the now dead library, Dee PD. Thank the lord it's dead, that's what I say!) and a version of the BBC game, Rectum (sorry, Repton!). 86% for a collection of very playable games. Nice one...

Disk Utility, Dartsma PD

Appeared first in Dartsma PD, this natty utility searches through game files and lists loads of possible pokes for cheats, etc. A fair degree of programming knowledge will be needed. 81% is a tad low...



ISSUE FIVE

February/

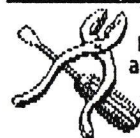
March 1992

It would appear that we missed out January. This was due to a very lame set of individuals who call themselves 'specialists' in computer 'repair'. The presentation got even better, Dr Fegg gave a lecture on starting a PD library (which has since been snapped up by the (good ol') lads at Amstrad Action, and Rob Smith began work as the Amstrad Letters Editor. Also, there was a special edition of Baud Silly for goats. This was the issue that got rave reviews in Amstrad Action and I finally got offered the job of the AA Public Domain columnist!

Edition One, 3D PD

"Another Desktop Publisher? Arrrgghh!". Edition One is a mini-DTP just like Pagemaker Plus, only a bit faster and allows graphics. Also on the same disk is the John Fairlie database, Rambase, that appears to be everywhere you turn. It got a percentage of 82% which isn't all that bad...

Serious 15, Robot PD



The 200 or so pieces of clip art that come with Printmaster are all available on this collection, for use in Stop Press and Power Page. Most of which are of extremely high quality. There's also Flik, a highly useful program that splits the 128k memory into two and lets you have a separate program in each. It makes a great pause mode for Drehriss!. 83%.

Serious 14, Robot PD

Look at the Codemasters game, Stryker and the Crypts of Trogan on a Plus machine. The playability may not be upto scratch, but it utilises the hardware only available for cartridge games. The program to do that yourself is right on this disk! It's the best thing to happen to Plus owners, ever! In fact, the score of 80% (that I noticed after Richard Fairhurst rather loudly pointed out) was a mistake! This should set the record straight, or at least firmly crooked...

Utilities 4, Pisces PD

Pisces PD is now closed, but Paolo got a review before

leaving the CPC scene. Contains Rambase, Disktop (by A. Scully) and an address label database. Rob gave it 83%!

29: Various, Data PD



Mostly filled with software by Edmund Spicer, this disk contains a wide variety of software, under three menu subheadings: Cheats, Serious and Adventures. 80%.

Stop Press Utilities, Scull

A collection of utilities for the users of AMX Stop Press, including an invaluable page compress routine. If only all packages were as easy as Power Page... (82%)

Ans 118: Games, Robot PD

From the library that delivered Croco Magneto and Drehriss, comes more games from Europe. Robo-Cup involves pushing chests onto pads (not as easy as it sounds) and Driller has you collecting crystals from a pest-infested mine. There's also the worlds crappiest PD game: Gridlok (by me!).

VDE, Sheepsoft

VDE, the CP/M word processor that is considered quite good actually was given away absolutely free! For the price of a stamp, VDE is a bargain! (82%)

Samples One, Dragon PD

A packed disk featuring two adventures by Adam Shade, a computer braille teacher (!)

and lot more. 71% isn't all that bad at all...

Games One, 3D PD

A disk that looks remarkably like Misc/Games from Penguin Software! Space Froggy, Rally and Firefox II. Bummer! 83%.

Games Three, 3D PD

Branded as being 'The Best Games In The Library', it contains Croco Magneto, Timebomb, Ladders and High N' Low - a guess the numbers game (??!). Just scraped a Hit List award (RIP) with 80%.



ISSUE SIX
May/June
1992

A very special issue, for it marked the first time since issue one when AI was actually punctual! I, personally, am on time only very rarely, but we were kicking bottom just after issue five! Towards the end of the month, the weather was boiling hot, yet we still sat in front of Tara (er..., the beloved CPC... Isn't Arnold an awful name?) and worked on π . Presto was in the news as was the (exclusive) news of Alan Scully's CPC departure...

RMS 27: Serious 3, Robot

Best feature is the Protext Demo that is patched to save and print. Although I cannot get the print bit to work (I print from TasWord), the thought of a free version of Protext is brill.



Games Two, Demon PD

Features The Untouchables Demo, Daleks, Galactic (a nice shoot 'em up) and a version of the old arcade game, Boot Hill - Gun Slinger. You DO get arcade conversions in the PD...

Education & Quizzes, Data

Mainly for the kiddies, a collection of educational quiz programs ranging from addition 'sums' to a version of the Radio One quiz game, Give Us A Break (I don't think DLT does it any more...)

Utilities & Applications, Data

Utilities for those with 128k of memory to play around with. There's a PD alternative to BankMan from Magic Software (Serge Querne aka. Longshot of Logon) and a 420k 3.5" disk format which is compatible with Power Page...

Utilities Three, Dragon

Yet another appearance of Rambase as well as the far inferior Data System, by Alan Scully. Also, there's several short programs that give pretty screen effects and a sprite designer.

Tiny DTP & POP, Scull

Tiny Desktop Publisher, the worst DTP on the CPC, ever! So bad, it doesn't even deserve a second review. The disk is brightened up with PD Planner, the best PD spreadsheet. Shame about side one, but PD Planner is excellent!

Games Six, Yorkie PD

Includes Polish Tetris, two versions of PacMan, Driller and Wipeout.

The Terrific Demo, Robot

Like The Demo, this is a two-sided offering from The Cadjo Clan. Some demos are good, others... not so good. A very worthwhile buy none-the-less.

Banner Mania, Demon

Banner Mania is a program that simply prints banners over tractor feed paper in large fonts. The results are good enough to take to a rock concert...

Demos Two, Presto

The very first female demo writer, and the best use of Vorspann to date. Also a demo by Matt Gullan and one from LDC...

RSX Lib, Scull SL

An ex-commercial utility that allows libraries of RSXs to be created and used in programs. Invaluable for a BASIC programmer...

HERE'S TO THE
NEXT YEAR...

Even though we make very little in the way of money at the π 'offices' (what we do get is spent on biscuits, etc.), at least there's still the fact that we get a lot of enjoyment out of it. Thanks to all those who kept me sane...



SO WHY BUY A PCW?

Word-processors. Pretty simple, really - Just get a typewriter and replace the paper with a screen. Imagine typing a huge report on a typewriter, then finding that you've spelt 'Semprini' wrong on every occurrence. If that doesn't force the use of the word 'bugger', nothing will!

PROWORD+

By Graeme Chesser

There is a distinct difference between a word processor and a text editor. For example, *THIS* is a text editor. To explain it fully, picture (if you will) a word processor without search and

replace, insert, justification and all those other features that make life a hell of a lot easier. So what use is it? Well, what would an assembler (or even Pascal) be without a text editor? Proword+ can be used to type a letter, as it features a (very slow) justify routine.

PROTEXT DEMO

Arnor Software

Being very nice chaps, Arnor decided to let people have a taster of the top word-processing package before having to go through the tedious process of forking out money to buy it. By taking out the save and print options, they had rendered it useless for nothing but messing about with. However, they did not bargain for someone writing a patch in

order to get the save working. That is what Mr. Fairhurst did, along with James Mancz (who wrote a program to print files out). And there you have it! A full version of Protext with just two major flaws: 1. The program doesn't save ASCII files without crashing and 2. The print program doesn't work at all. By the time you, read this, these problems should be rectified - the offending people have been informed.

ASCII: Stands for American Standard Code for Information Interchange. Most word-processors will save files in this format.

Columns: This page has three columns. It makes the text easier to read than

ASSOCIATED JARGON...

having all the text across the whole screen.

Command Line: On Protext, many of the functions are executed by typing in a instruction from command

POWER EDIT 40

By Richard Fairhurst

As part of the infinite range of utilities prefixed with the word 'power', Power Edit 40 offers a little less than ProWord+, but in 40-column mode! Again, not much in the way of a full WP.

TEXT EDITOR

Swift Software

Another text editor, this time written specially by the bods at Swift to go with the so-called 'Games Language' Pandora. The main functions (ie. Load, save, catalogue) are achieved by a simple menu system, while the actual editing is on a separate screen. Being a small text editor, it doesn't wrap words around or let you go past column eighty.

Those looking for a proper word processor would do best to avoid ProWord+, Power Edit 40 and the Swift Text Editor. There really is nothing in the way of advanced functions in any of them. For Amstdos, the Protext Demo would suit most applications. CP/M fans have either VDE or ZDE to choose from as both are very good.

mode.

Find: Allows the user to search through a document for a specific word and, if required, replace it with something else ('Semprini' to 'Semprini' for example). Very useful indeed.

Document WORDPRO1.PPO
Insert Word-Wrap

Page 1 Line 2
Right Justify

Col 1
No markers set

Free 17794

CTRL-H for Help

VISUAL DISPLAY EDITOR

By Eric Mayers



This one was reviewed way back in issue five (That's going back a bit isn't it? - Rob) when it was given away free from Sheepsoft. It's still available, fully installed and ready to work with the CPC, from that same vendor.

Yes! It's a CP/M package! That means having to load the operating system every time you want to tap out a

short letter to gran thanking her for the record token (Dear gran, PLEASE try to understand the concept of inflation... etc.). It offers full word-processing features such as search and replace, word-wrap, pagination, justification and all the tiny little options that don't seem too important until you come to need them.

For those who prefer CP/M (?), VDE is well recommended. It even comes with a spell-checker!

AND FOR OVER A QUID...

"But," I hear you scream (do you? - RS) "I am rolling in cash and I want to spend a bit of it!". A definite top in the AMSDOS word-processing list is *Protext*. Even though the demo version serves well as *Protext* itself, it just isn't as good as the real thing. Even better news is that you can get a copy of this marvellous package if you subscribe to *Amstrad Action* (Rod, Adam, are you, happy now?). Together with all the *Protext* add-ons (including mail-merge, spell checker and the excellent printer utility: *Prototype*) it is the ultimate word processing system on any computer (especially if on ROM!). Also available is *Brunword* from Brunning Software. I can't comment too much as I haven't actually SEEN it, but it has the fastest CPC spell checker around. *Tasword* is bottom of the pile. Everything from the justification to the search and replace is so-o-o-o slow!

CP/M offers *NewWord*, which Matt Gullan would recommend. It's a bit slow in areas but is also very flexible.

Having said that, it would be best to avoid CP/M as having to load the system every time you use a package gets very tedious!

Z-SYSTEM DISPLAY EDITOR

By Carson Wilson

First Visual Display Editor and now this! What the bleedin' hell is a Z-System? Is it a special kind of monitor? It's got us stumped, let me tell you!



Exclusive to the new range of Robot PD software, ZDE is billed as being 'like VDE only a lot, lot better'. Even in the manual it describes the speed of the package as 'like flying through air instead of molasses', probably meaning 'quite fast actually'. Again, it's a CP/M package, and so has to be

installed to work with the CPC. You could skip this tedious stage and be forced to use the ridiculous PCW keys (ie. CTRL T, C, D and G [or something] instead of the cursor keys!).

ZDE can find a string near the end of a 50K file in less than a second. *WordStar 3.3* takes fourteen! There are no disk overlays, all editing is done within the same memory, it features full CP/M and ZSDOS support, in fact it's probably the best CP/M PD word-processor... In the world!

Justify: Also known as formatting. The function for resetting the text to a new margin and/or style (ie. fully-justified (like this column) or right-ragged.

Margins: The minimum and maximum columns to where the text can be justified.

For example, you may want to have a bit of an English assignment inset, so as to make it stand out a bit.

Pagination: A function where the word processor shows the page-breaks on screen, allowing widows and orphans to be avoided!

Save: The art of getting a document from the screen to a disk/tape.

Widows & Orphans: A widow is the last line of a paragraph at the top of a page while an orphan is the first line of a paragraph at the bottom of a page. Ugh!

THE LIBRARY GUIDE

GAMES

- GAM01 ^{A+} The best in the library including Croco Magneto...
- GAM02 - The Board Games by Keith Mortimer...
- GAM03 - Various small BASIC games inc. Scully creations!
- GAM04 - Bomber, Chuedo, Forcefield, All-Out (Cricket)...
- GAM05 ^{A+} Give Us A Break (ex-DLT radio quiz), education...
- GAM06 - Ayoyr, Conquest, Mac II & III, Digger, Neutron...

APPS

- APP01 ^{A+} The famous David Wild disks. Includes Desk.
- APP02 - Spreadsheet, Text Editor, Assembler and more!
- APP03 - Database, Labels, DNurse, Rambase 1 (urgh!)...
- APP04 ^{A+} PD Planner - EXCELLENT spreadsheet. Shareware
- APP05 - Amix ASCII listings (why?), Rambase 2, Book
- APP06 ? BC.COM - Removed, so why is it still in the list?
- APP07 ^{A+} EXCELLENT GPaint v1.42e (?), Mini-Printshop...
- APP08 ^{A+} I-Spell by Paul 'PD Planner' Derryhouse. Brill!

DEMOS

- DEM01 - Discovery Animations. Lacks in long-term appeal
- DEM02 ^{A+} The Terrific Demo from The Cadjo Clan. Great!
- DEM03 - Adults Only 1. Kids, leave the room!
- DEM04 ^{A+} Bigscroll, Cocktail Shaker, Kill JL, Megademo...
- DEM05 - CRTCH#3 (oh dear - it's crap!), Hack-I, Hunter!
- DEM06 ^{A+} Contains TwinBlaster demo. Need I say more?!
- DEM07 - Quite good 4-bit samples and a mini-demo.
- DEM08 - Adults Only 2 - Not what you call 'hard-core'...
- DEM09 - The YAO Demo - I've heard it's very good...
- DEM10 ^{A+} The Demo from Logon Systems. The greatest!

CP/M

- CPM01 - Andybase, Multi-File Transfer, Newsweep (good!)...
- CPM02 - Scrivener, which needs two drives to 'go'...
- CPM03 - Compare, Du, Lu (?), Team-Gen, 5.25" formatter...
- CPM04 - Assemblers. Helps if you know the Z80...
- CPM05 ^{A+} Printmaster - Really quite nice...
- CPM06 - Cobol, Small C Interpreter (says it all!), Forth
- CPM07 ^{A+} JRT Pascal. Takes three sides of a disk...
- CPM08 ^{A+} ...even when compressed! You need them all!
- CPM09 - More languages... New versions of Basic.
- CPM10 - Secretary (need to pay extra for postage)...

VENTURES

- ADV01 - Adult II, Argo, Can I Cheat Death? (no), Fire...
- ADV02 - Kidnapped, Labyrinth, Largo, Secrets Of Ur
- ADV03 ^{A+} Eve Of Shadows. The best CPC adventure EVER!
- ADV04 - Conch (bloody difficult), Orkon, Hoot, Mountain...
- ADV05 - BewBews, Sandseeker, Shades Lookaround...
- ADV06 - Colossal Caves (Bi-i-i-g!), Base, Base2... CP/M!
- ADV07 - Ghostrun, Nite-Time (poor), Roogrun, Stripey...

ART

- ART01 - Various squeezed piccies...
- ART02 ^{A+} Amiga Graphics. 49 pictures - very sque-e-ezed!
- ART03 - Art Studio files...
- ART04 ^{A+} The Tim Blackburn Art Collection. Bloody Quality...
- ART05 - The best art ever (bar the previous selection)...
- ART06 - Amiga Graphics II - The sequel...
- DIG01 - Mixed digis from the TV...
- DIG02 ^{A+} A Reeves and Mortimer production. Got it yet?

SCULL SL: A BRIEF HISTORY LESSON...



Scully SL (or Scully PD, as it was known) was opened by Alan Scully just over two years ago, way up... there in Glasgow. He began with just a few single-sided collections of software, then went on to start the fanzine, CPC Domain and convert his entire library to double-sided. Alan has since passed his library to Graeme Chesser and the magazine to Simon Warford. Here's Graeme Chesser to tell his story, and because we're all vindictive gits here at ^{A+} Central, we've printed his mug. That's got you back, eh, Chesser?!



I have owned an Anstrad CPC computer since about 1987 when I got one for Christmas. Before that, I had a stupid looking computer with the name 'Sinclair Spectrum 48K+'. Need I say any more? Anyway, at first I had just the bare 464 with colour monitor and the usual twelve crappy games given away with it. I soon got sick of these (How long did it take? I gave up on them after the first load! - TB) and decided to buy some decent stuff for my computer. I eventually ended with 170 games on tape, a disk drive, and some rather nifty tape to disk copiers before selling the lot

SCULL SL

to purchase the 'amazing new 6128+' with another colour monitor. At this time, I had begun to get fed up with playing games all the time, so I suppose the change has some merits, even if it was a Plus!

Since buying my second CPC, I ventured into buying PD software from various sources. I was amazed at the quality of the stuff I had received so I started ordering more. I was hooked and no mistake. This was when I set up 3DPD, way back in October 1991, which went fairly well. So well, in fact, that I still receive orders for it even though it no longer exists! One night, Alan Scully telephoned me (10.30pm!) and asked if I would like to take over his service, to which I replied with a big 'YES INDEEDY!' That's how I came to run Scull PD, and I've stuck with it so far.

But what about yourself, Graeme?: I'm 16 and a bit years old and 6' 4" tall (honest!). My favourite band is Erasure, and their best single, in my opinion, is 'Fishes in the Sea' The best film I've ever seen is Terminator 2 (I've been back!), followed by The Return Of The Killer Tomatoes (Tim's just fainted! (I think this might just make up for Erasure - Tim)). I thank you...

Well! Thanks for that little insight into your life, he says, trying to fill the last bit of space in the column. What? No more space? Snip!!

SERIOUS

- SERO1 - The JL copying suite, and it's quite impressive!
- SERO2 - Printer Utilities and the L-Plate files...
- SERO3 - Dbase3 - NOT the Ashton Tate PC Dbase3!
- BBS01 - A smart little Comms package. Both disks are
- BBS02 - required as they follow the Comms articles in - CPC Domain.

VARIOUS

- VAR01 - STD Codes from around the country. 0572!
- VAR02 - Magazine Indexes. Amtix, AA and CMTA
- VAR03 - Mixture of jokes. May offend Guardians of Public Morals...
- VAR04 - Nutworks! An American magazine...
- VAR05 - MagicDos, fonts, XDos, BASIC help files...
- VAR06 - Polish material...
- VAR07 - 3D landscape plotter - GeoGen and Edition 1...
- VAR08 - Digitizers, Quiz Master, Insider help files...
- VAR09 ^{ax} RSXLib - Shouldn't this be with the serious?

MUSIC

- MUS01 - Music for the Music System (Rainbird)
- MUS02 - Music for the advanced Music System
- MUS03 - Music for the Advanced Music System
- MUS04 - More stuff for the Advanced Music System
- MUS05 - Guess...

CLIP ART

- CLP01 ^{ax} Utilities for Stop Press users. Good quality.
- CLP02 ^{ax} Stop Press/Power Page clip art which goes...
!
- CLP08 ^{ax} ...Right down to CLP08! Mostly quality!
- CLP09 - Two new headline fonts for PM Deluxe!!
- CLP10 - Pagemaker Deluxe clip art. Merely converted...
- CLP11 - ...from the previous clip art collections...
- CLP12 - ...so don't expect variety!

Graeme has also compiled a range of collections specially for those with a high capacity disk drive and RomDos. In order to get these, send a freshly formatted 3.5" disk in D20 format. Graeme hasn't the time to do them himself as they take ages!

ROMDOS

- | | |
|------------------|-------------|
| RAM01 - Contains | SER1 & SER2 |
| RAM02 - Contains | ART2 & ART6 |
| RAM03 - Contains | COM1 & COM2 |
| RAM04 - Contains | MUS1 & MUS2 |
| RAM05 - Contains | CLP2 & CLP3 |
| RAM06 - Contains | CLP4 & CLP5 |
| RAM07 - Contains | CLP6 & CLP7 |
| RAM08 - Contains | CLP1 & CLP2 |
| RAM09 - Contains | CPM1 & CPM2 |

Regular readers might notice a new look to what was previously called 'The Catalogue'. In order to get your library within these pages, send a passport sized photograph of yourself, your full catalogue and your life history in about 300-350 words. Boost your ego as much as you like!

COMPLIMENTS & ABUSE

ROB SMITH GOES THROUGH THE LETTERS AGAIN!

Hello, again! Three issues on the trot, can't be bad, eh?

I'm sitting here listening to Enter Sandman by Metallica, what excellent music. I thoroughly recommend it! Anyway, enough of this gay banter, let's be about the business of being about the business, send your letters, no matter how complimentary (or otherwise!) they are to:

Intelligence HQ
19 Lee Street
Liversedge

West Yorkshire
WF15 6DZ

Write to me about ANYTHING! The more letters, the better! Cheerio!

Well Said, That Man!

I found issue five of *Az* great. It was very well presented and, out of all the fanzines I have read, I would say it is the best to read. Please could you send me issue six. I understand PD is being given with this issue which is why a blank disk should accompany this letter. I've found some money, so can you send me the next three issues.

James Higginton, Hampshire.

Thankyou very much indeed for your letter. Certainly keeps the spirits up, what! What a wise plan to spend the money you have found on such an excellent magazine (which I happen to be letters editor (and staff writer, don't forget staff writer!) for. This of course has nothing to do with it. Well maybe not...

Missing Magazines!

I don't seem to have recieved a copy of Artificial Intelligence since March. Could you see if my name has got left off your circulation list or let me know if my subscription has run out.

Sue Ilsley, Glos.

Err., Sue, nobody has recieved an issue of *Az* since March!! *Az* is actually a bi-monthly, at the time of writing this reply (30/5/92), *Az* 6 is on the way to you as it is to everyone else in the galaxy! Your subscription actually goes up to and includes issue ten! Will *Az* last that long, that is the question!!! That's all I have to say.

Who is B. H. Fegg?

Thanks for the headline fonts and clip-art. They came in very handy (as you can see if you are reading the mag at the same time as this letter - WOW). Congratulations on your decent review in *AA*. I was quite pleased with PN's write up, although the comment about there being not enough words was already out of date because I was using Power Page to do the mag with. Oh well, trust *AA* to cock things up. Okay, before I go, I want to ask you a question. Who is Dr. Bertram X. Fegg? In PN I have stated that it could well be Richard Fairhurst. Is this true?

Matt Gullan, Cornwall

I was very impressed with the latest issue of Presto News, I thought it was a great improvement on the last issue, using Power Page was a definite step in the right direction. I am not at liberty to disclose the information of the identity of Dr. Fegg, but I can say that it ISN'T Richard Fairhurst! Richard downloaded the column from a bulletin board and the REAL Fegg has contacted Tim since with *The Fegg*...

M. Khan In AI

Although my name is M. Khan, I would like it to be known that I am not the one as featured on the *Mary Whitehouse Experience*.
Matthew Khan, Poughs

If your name is M. Khan, you can just go away and be... well, like it says on that railway bridge, Cheerio!!

Cop (Evidently)

S. Turnbull, Stafford.

As said last year (sorry - issue!), Adam Shade is rumoured to be re-organizing *Dartsma PD*, and he is also reported to be in Wales (God knows why!). *Demon PD* has a very speedy service, but I have a small grudge against David Long due to the *Celebrity Biscuits* concept (see issue six's letters column). Apart from this, I agree with you that *Demon PD* is a good library with a good service.

RAMOS!!

First of all, let me congratulate you on the excellent VI. Keep it up guys!

Query: Why won't Rob print a photo of himself? Surely it can't be any worse? (0-0-0-o-nly joking - after all, I'm the one who requested the editors photo to be printed - and because of this fact, please don't print my address).

I would like to complain about PD libraries who charge £3 for a disk on top of the copy charge and an SAE. Although I do appreciate that they are the ones who

have to order the disks etc... I think that the price is a bit unfair. C'mon Guys, you can get ten 3" discs for £15.95. Besides, it's more convenient to have an all-inclusive order option.
May, 6los.

Yes, Ar VI was rather satis-textilemill (factory, factory!), wasn't it? A photo of me could well appear in this issue, I don't know, it hasn't been taken yet! Who actually are you refering to when you say it can't be any worse? Disks that cost £15.95, where, where?? An all-inclusive order option is a good idea, as going out, getting a disk, getting a padded envelope, formatting it and paying extra postage for this disk is a bit of a bum! Still, it's better than a kick in the teeth! I'd just like to point out that the 'Ramos' in the title is in fact what I assume is your last name (if the subscription cheque is anything to go by!)

Book Trouble...

Dear Sir, These books have been overdue for some time

and we are becoming concerned as to their whereabouts. If they are not returned within the next week, we will be forced to bill you for them...
[Sn-i-i-i-i-i-p!!]
Deusburg College Library.

[Who told you to print this?
Errm..., it's just an 'in' joke
with me and a few friends...,
oh crumbs]

Another Angry Letter!

Thank you for issue six of your magazine, I found it a very enjoyable read. I especially like the increase in pages - keep it up! I am also particularly pleased to



Lemon Curry?

Do you want to send me \$6 numero six please. I have enclosed a disk which urgently needs some PD, or it'll die! (please don't give it Croco Magneto). Your 'zine aint too bad at all, in fact it's a damn fine read! Keep up the good work. May your lemons grow into great, huge, erm.. melons? (never mind!) I didn't know who to make the cheque payable to, so you can write whoever on the cheque yourself. I am subscribing for six issues from issue six.

Mark McIntyre, Bolton.

Just what are you talking about?? Are you quite sure you are all there? I wouldn't recommend posting cheques in the post that don't contain the person's name who you are paying the cash to, very, very risky! If the envelope becomes undone, and someone gets hold of your cheque, they could write their name on it and pay into your account at your expense! ALL cheques that are sent for £1 should be made payable to TIM BLACKBOND. Thankyou!!

44 Angry letter, contd.
 see you drifting away from cassette public domain. I can't really see the point of cassettes in computing these days (except for tape-streamer backups in large businesses). Would The Addams Family game quite as big as it is if they had to worry about producing a cassette version as well? If the larger software companies (and PD libraries) would just get rid of producing 64k cassette compatible games and concentrate on the 128k 'market', the CPC scene can only improve! Get rid of the 464 and start again, thats what I say - there's life in the old dog (CPC) yet!
Alan Jarvis, Surbiton.



Tape PD (and commercial software on tape) is a complete waste of time. Anstrad Action has 35,000 readers, and I bet over half of them possess a disk drive. At present, we don't review tape PD on account of the fact that Tin's cassette recorder (No, I tell a lie, it's mine) is not what you would call in working order! We will of course mention new cassette libraries in the news but there will be no reviews of software from these libraries. I'm sorry!

Bad Case Of Fanzine Fever...



Please hurry me the latest copy of *A1*. If you can get it to me before Sunday I would be extremely grateful as I wish to read your mag on the way to an adventure holiday on a school trip. I have enclosed 70p and an SRE with two first class stamps on. I hope this is okay. I am almost ready to start my own fanzine, but I am looking for a good name for it, have you any ideas? My fanzine will cover most things including games, PD and serious stuff. My only idea at the moment is **Fanzine Fever**. As I think your mag's name is great I wondered what ideas you have!
Robert Masson, Nottingham.

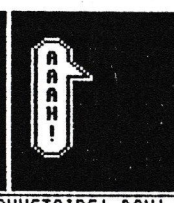
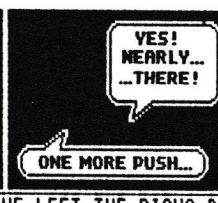
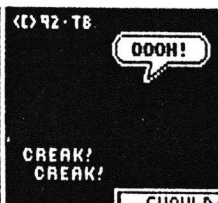
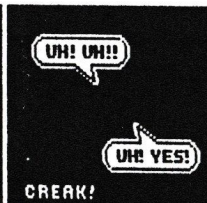
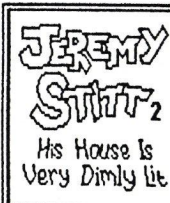
How on this planet do you expect us to get *A1* to you by Sunday when this letter arrived on the Saturday? What do you expect us to do, catch the train down to Nottingham, and deliver it by hand? Voniterana would be better than Fanzine Fever. Actually, how about just flicking through the Glossary in the CPC manual, or failing that - how about Chunderton Parsnip? I like that!

Suggestions...

I was thinking that maybe you should open up a PD in conjunction with *A1*, you get lots of software every month, publicity etc. I would be most willing to take up the position of library manager, and also I would be able to write a special *A1* PD page. If necessary, I could send you a blast of three and a half inch disks, you could copy the software, and it would work something like that, with some adjustments, what do you think? I await your reply. Now to my second subject, it is again about PD, but this time about

Robot PD. Six months ago I sent away eight disks to Richard, and to this day, they have still not yet returned, I know he recieved them, because he cashed my cheque, I would be most grateful if you could ask Richard about the loss of my disks, or if he has sent them to me, because disks in Ireland are very expensive (£4 a piece). I have tried writing to him but as of yet I have still not got a reply.
Derek Hyland, Co. Cork.

There are a few nice suggestions, but I don't think that we will open a PD library because we are work shy fops, so there!



SHOULD'VE LEFT THE PIANO DOWNSTAIRS! DOH!

44 Derek Hyland, cont.

We've investigated this matter and we have found out that you did not enclose the postage money and so Mr. Fairhurst could not send the disks to you because he didn't want to fork out a lot of money. Remember, kids, not sending postage money can be a potential death trap.

Matt Gullam Rides

(writes?) Again!

What can I say about **A1** six except for the fact that it was mega-fabstastically super mate! Thanks muchly for all the mentions of Presto PD and Presto News. The orders have been coming in floors instead of triccles. Unfortunately there was just one thing missing, YOUR PHOTO! Tim conned me into sending my ugly mugshot in by telling me that all the other PD librarians were to have theirs printed too. If I can bear the humiliation, so can you. I curse Tom Wind (I speak my mind) to a LIFETIME OF PLAYING SPECCY - PORT GAMES - PORT - GAMES. I am a ginger nut and proud of it. (If I'm a ginger nut, can I be in celebrity biscuits?)
Matt Gullam, Cornwall.

No-o-o-o! I can't take it! The embarrassment is just too much - printing two letters from the same person in the same letters column! I'll never show my face in public again, my life is ruined! Cancel the photo, I'm going to end it all (just after finishing this page...)

!#\$%&?

Plaese send me a copy of the latest issue of Artificial Intelligence. I enclose £1.10, I hope this covers postage and packing.

Lots Of People.

We printed this as an example of the type of letter that we do not want, we've had a few of these. An SAE should be enclosed with all orders.

Price Increase!

Please can you send us issue seven of **A1** whenever it's ready, I have enclosed an SAE and a pound coin. I have heard that **A1** has gone up in price, but I don't know how much. Please don't bother to send us any change, you've earned it by producing and ace fanzine.
Dave Lawson, G.D.P.D.

Swearing In All

I purchased **A1** VI in hope of reading a quality publication. When it arrived, it looked very professional and well presented. Upon further reading, I was didgusted to find a reasonable amount of gratuitous abuse and swearing especially in the letters column, the bit about sticking a letter up your arse was particularly offensive and I shall cancel my subscription if the swearing is not brought under control.
Tom Page, Dorset.



I am writing to complain about the amount of swearing with this magazine. If young children are reading, don't you think they will adopt the language in their everyday vocabulary? How shocked would you be if a six year old child were to come to you, swearing incessantly? I think it is about time you thought about all of your readers, not just the older end.

Peter Jackson, Cardiff

[I'll answer this one, if you don't mind.] Carry on, old bean. [In case you haven't noticed, this is an independent magazine - I don't have to follow the tedious censorship rules that hang over news-stand publications. Therefore, if I wish to outline a point with the odd bit of watered-down abuse (?) I am perfectly at liberty to do so. I could put 'Not For Sale To Children' on the front cover, but who would take any notice? Also, I left school only a year ago and have heard first year pupils (ages eleven and twelve) using language that would educate even me. I will not have anybody telling me how to run this magazine. This is the nineties, we don't get a slapped leg for saying 'pooh' anymore. Both of you should get a life and if you have anymore complaints, send them to Woman's Own, The Daily Mail, Reader's Digest or Points Of View... - TB]

Greame's Domain



To celebrate the momentous occasion (of 25p off Domain PD software to subscribers), **A1** readers can (for one month only) buy one, get one free. This is to apologise for the delay in getting the permanent subscriber discounts sorted.
Greame Chesser, Domain PD

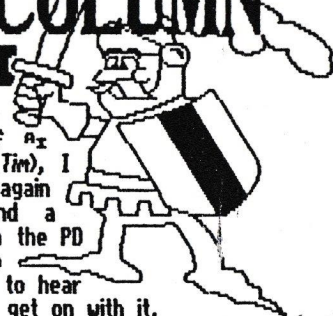
Well, we've thought about it and the best month would be September! Huzzah! Thanks,
Greame. Nice lad...



If you really must write letters to me, make them bleeding legible! If won't be responsible for my actions otherwise!

THE ADVENTURE COLUMN

EDMUND SPICER VENTURES INTO THE UNKNOWN...



HELLO and welcome to the adventure column. Yes it's your favourite bit of *^x* again (Oh, Edmund! Stick to the script... - Tim), I hope (better - Tim). This is Ed Spicer here again in sunny Sussex, to bring you a solution and a few other things that are (or will be) going in the PD Adventure scene. If you want to contribute to *The Adventure Column*, I would be very happy to hear from you. See the box below. Right then, let's get on with it.

HELP! I NEED SOMEBODY...



Think you could do a brilliant job at doing the column? Well you can't, 'cos I'm doing it! I do need your tips, maps, solutions, etc. You can send the contributions via Tim at the *^x* address, or directly to me at:

"Rossiters", 3 Golden Avenue Close, East Preston,
Littlehampton, West Sussex BN16 1QS

DISK CHANGE AT PRESTO

As you will most probably know, the CP/M Basic Compiler isn't public domain and has been removed from Presto. It has been replaced by one of my adventures, *The Forest*.

LOST SHADOW

Lee Davies of Dragon PD fame has sent me the complete solution to Tony Kingsmill's excellent adventure. It goes something like this:

Examine Road • Take List • N
• N • Take Bag • Open Bag
• Drop Bag • E • Wait
Search Guard • Take Gem •
W • S • W • E • E • Get
Bottle • W • W • N • Ring
Bell • N • Unlock Door •
Drop Key • Get Pot • D •
Fill Bottle • U • S • S • S
• E • E • E • Drop Gem •
Drop Bottle • W • S • Move
Junk • Take Ladder • N • W
• W • S • S • E • Drop
Ladder • Climb Ladder • S
Shake Tree • Get Leaf •
W • N • N • E • E • E •
Drop Leaf • Drop Pot • E •
Pull Plank • D • N • Get
Sand • S • U • E • Get Rod
• W • W • Drop Sand • S •
S • Wait • W • S • Get Meat
• Get Bone • N • E • N • N

• Drop Bone • S • S • S •
W • Examine Table • Take
Water • E • N • N • N •
Drop Water • S • S • S • S •
• E • E • Give Meat To Wolf
• E • D • Cast Rod • Drop
Rod • Take Shell • Open
Shell • Get Pearl • U • W •
W • W • W • W • N •
Examine Hay • Get Axe • S •
Smash Door • W • Open
Container • Get Flour • E •
E • E • E • N • N • N • N •
• Drop Flour • Drop Pearl •
S • S • S • S • E • E • E •
• E • N • N • W • W • N •
Smash Door • Drop Axe •
N • N • Examine Shelf • Get
Acid • S • S • S • E • N •
E • N • W • S • Get Gloves
• Wear Gloves • N • Examine
Bee-hive • Take Honey • E •
S • W • S • E • S • S • W •
• W • W • W • E • N • N •
N • N • Drop Acid • Get Pot
• Store Honey • Get Water •
Store Water • Get and store
the following items: Flour,
Acid, Bottle, Gem, Bone, Sand,
Pearl and Leaf • Et voila!
Isn't it so incredibly easy
when you know how?

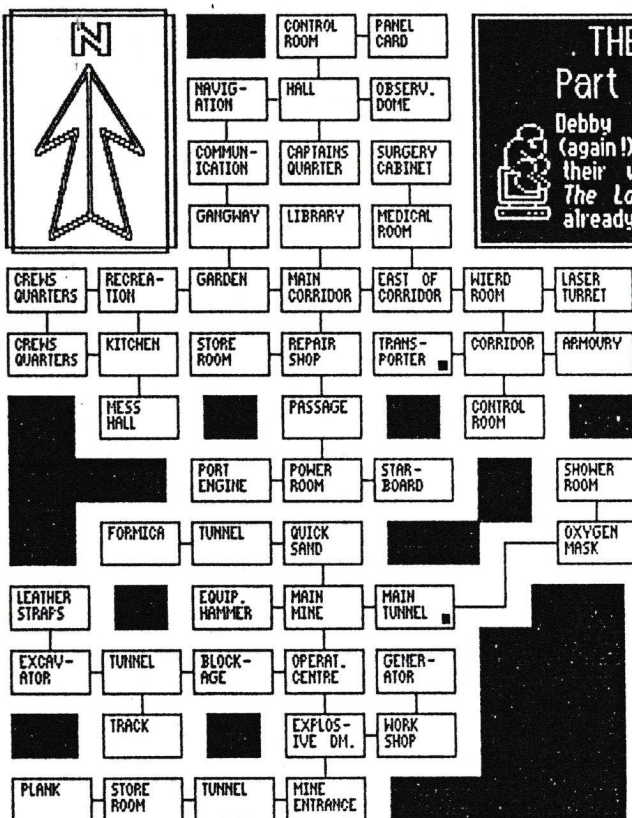
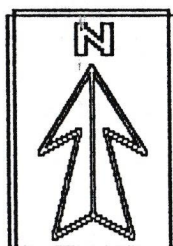
THE COIN

By Matt and Chaz

This is very strange! Either this adventure was written after three tons of LSD and pot or it's by a ardent Vic Reeves fan. I thought *Lucy In The Sky With Diamonds* was out of it! You begin by being trapped in a fifty pence piece. Then it's off to a tin carrot. Other locations include a spare tyre for a Hillman Imp, a full stop at the end of a sentence and a shed (with a clock glue to your knee). It's all absolute nonsense, much like the comedy style of Britain's leading light entertainer. How many adventures have you played that have you looking across a scene with a welly on your head, watching a spoilt child play with an invisible BMX? Excellent... **13**

LOST SOULS DEPARTMENT

NO SENSE OF DIRECTION? HELP IS AT HAND!



THE LOST PHIRIOUS Part I - The Casioopia



Debby Howard is the lady to thank (again!) for all those who can't find their way around the smashing trilogy: *The Lost Phirious*. For those who don't already have this suite of adventures, it is available from *Adventure PD*.

N.B. The room labelled 'Transporter' transports you to the 'Main tunnel'. Both rooms are marked with a small square (■).

THE CASIOPIA

* TIPS *

Just to get you started, Debby (bless her) has also provided us with these tips:

- Eat the pastie.
- Wear Adam's clothes to make friends with the robot.
- Repair the transporter with all that you have.
- WRENCH yourself away to get the CROWBAR. (?)

GOOD NEWS FOR ADVENTURE FANS!

A convention for all adventure game enthusiasts is to be held at the *Royal Angus Thistle Hotel* in Birmingham on the 24th of October 1992. The convention starts at 10am and goes on until 7pm and the tickets are £7 each. There are a limited number of stalls available for those wishing to sell adventure related products. Ask for further details if you wish to take advantage of this facility.

Those who wish to stay overnight in the hotel can take advantage of the special room rate that has been arranged for those attending the convention. For further information, contact Vicky Jackson after 7pm or weekends. Telephone: (081) 542 9579 or write to: 128 Merton Hall Road, Wimbledon, London SW19 3PZ. Hurrah!

THE LAST WORD...

MORE HOPELESS CRAP THAT WAS DEEMED TOO USELESS FOR THE MAGAZINE...

And now... The ULTIMATE license from C.R.A.P Soft!

JEREMY STITT in ESCAPE FROM DARKNESS!



YES!! Forget *Potsworth*, throw *Scooby Doo* away and burn *The Jetsons*, THIS is the cartoon license of the year! Based on the cult Jeremy Stitt (*His House Is Very Dinly Lit*) strip from *Ax* comes this remarkable adventure, to keep you up all night! Can you find the light-switch? Can you find the point of this concept? Can you bear more than three minutes of it? Just enter this listing and find out...

```
10 PRINT "You are in a dark room."
20 PRINT "Exits are north, south, east and west"
30 INPUT "What now >> " n$
40 IF n$(">"N" AND n$(">"S" AND n$(">"E" AND n$(">"W"
   AND n$(">"HELP" THEN PRINT "What???"
50 IF n$="HELP" THEN PRINT "Yes, you do. I would
   recommend a psychiatrist."
60 GOTO 10
```

What's more, we are offering a grand prize of £1000 to the first person who completes the adventure! Just send the secret end message to *Ax* and you, will be entered for the prize draw! Hupterhody!

IS THAT IT?



So! That's the end of this smashing birthday issue! And what a corker it was, eh? Well! I suppose you'll want to know what will be in the next issue, won't you? Don't answer that...

Rob 'CDs? I'm not obsessed! I'm not obsessed! Oh, alright I am obsessed' Smith prints more letters! Wow!

Buyers Guide to public domain Tetris clones! Alright! You know about them, but which are best?

Also (this isn't 100% confirmed yet), possibly a look at PD from across the pond. An exclusive look at what will soon be over here! Ace! Can you afford to miss it?

CRAP JOKE CORNER!

After the strange success of *Joker In The Pack* where complete and utter laners laugh hysterically at the oldest 'jokes' in the world, here is *Ax* to compete...

Q. Why did the chicken cross the road?
A. SUPERMARKET!

Really quite amazingly insipid, isn't it? If you could stoop as low as this shit, then you're welcome to try! Each printed joke gets a handful of mud and a kick in the teeth...

Ax #8 should be out on the
28th of September
(allegedly)

SCULLY'S LAST GOODBYE...

So Alan Scully has finally left the CPC scene. Come on, everybody be honest, who's going to miss him? In the time he was running Scull PD, he managed to criticise and generally annoy many other PD librarians and fanzine editors (me included). Before Alan (who is reading this magazine) rips this issue into many thousands of tiny shreds, can I just pick out some highlights from this letter I received from him, two months before CPC Domain went on to disk? He said that Artificial Intelligence looked like something that was knocked up in one afternoon. So explain why it was constantly late! He even stopped me from ordering his software due to the fact that reviews were clearly badly written and (I will quote) "...you obviously haven't spent time looking at the software before reviewing it". What a load of crap. Don't get me wrong, I can take a tad of criticism. It appears that Mr Scully can only give it. He referred to Data PD as 'Mega-Con PD' in one of his 'adventures' when both Scull and Data had the same prices. Possibly the most stupid idea in the world was saying that 'Scull PD is NOT run for profit' then giving software only to those who paid at least £7 for CPC Domain subscription. Alan may be a bit pissed off after reading this, but let's face it - he deserves it. If you have any comments about Alan Scully, send 'em in! •

SUBSCRIBE!!!

Subscribers to AI can now
obtain software from
Domain PD for a mere 75p.
That's 25p less than what
everybody else has to pay !!

	Net Price	Postage
Two issues -	1.90	60p
Three issues -	2.70	90p
Four issues -	3.40	1.20
Five issues -	4.00	1.50
Six issues -	4.50	1.80

'Be Quick Or Be Dead...'